

BLADE



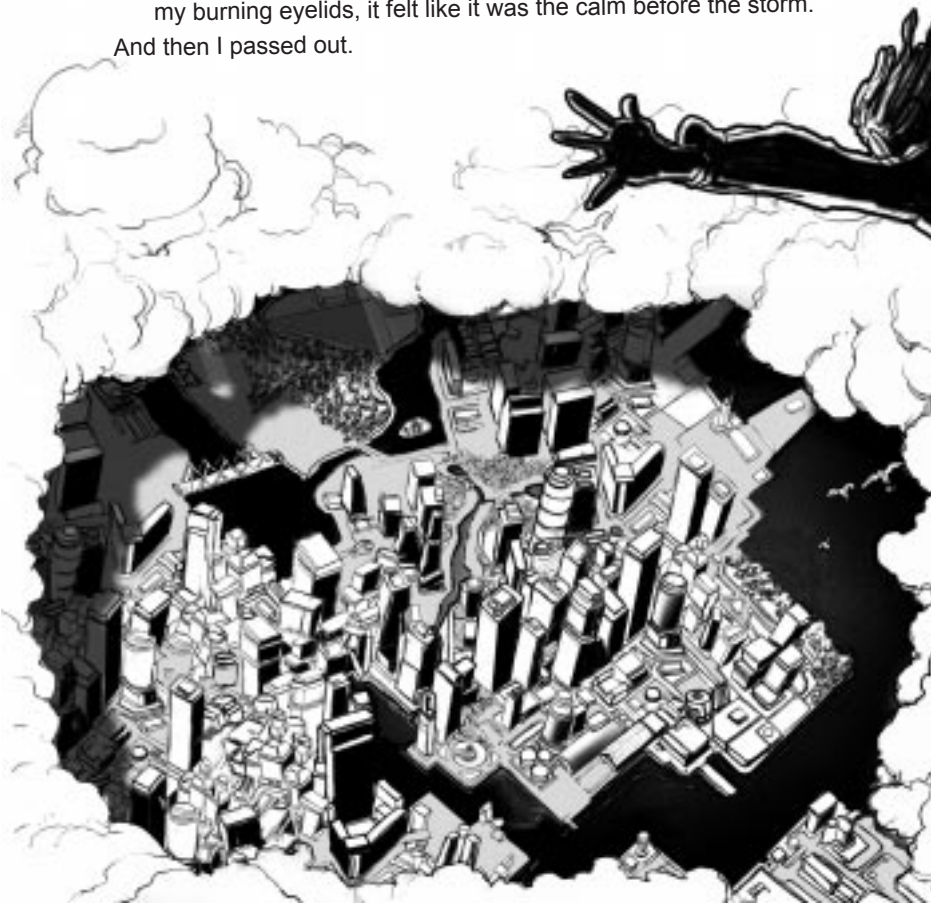
HARDCORPS



12.05.35 2:48 am

Had a strong glass of bourbon and crashed hard tonight, despite the noise on the street. I guess you get used to it after a while living in Freeport, but something was definitely different out there. No – peculiar is more like it. That's what must have caused my strange dream. Man, was that a weird one. I want to get it down on paper but it's so tough to put into words. It sounds dramatic an' all but man, it was so friggin' real.

The moment I threw off my specs and pressed my palms against my burning eyelids, it felt like it was the calm before the storm. And then I passed out.





All was quiet except for a faint but noticeable murmur of a power generator. I took a slow step out of the shadows, looking to my right and left down each corridor for any potential danger. But this wasn't a usual route around the sector looking to bust armed U4 pushers. This was a real war for some reason, but there was nothing here but very subtle screams in the distance, gun blasts, explosions, then more screams.

Then it kicked in: that adrenaline rush from hell. I bolted down the metallic hallway with a 1000 years of rage on my shoulders and seven hand-held CB-22 rockets in my backpack for each of the souls I'll take in the next half hour. The lives I'll devour to make me stronger and impenetrable.

As I ran, fitted in armor and conviction, the familiar war sounds become louder and fed into my fury.

The screams were almost unbearable at this point.

The moment I turned the corner into a room with this powerful blue light, blood and chunks of flesh sprayed onto my pants from the poor disemboweled 'Corps soldier to my right,



opened by a shot from an above tier and a keen eye. A hoard of mutated bodies without faces eclipsed the light and turned to me, armed with guns, bombs, and claws. And the chase was on. I pulled a quick 180 and leapt across the separation in the floor, only to duck behind a crate to

turn around and open fire. Four down. Time to move.

I quickly scrambled outside under the angered sky with bullets darting past both my ears. One gets me in the shoulder but proves tolerable. I found myself cornered with nowhere to go except into a sea of death, already a graveyard for many dead soldiers. I dove in while more bullets burrowed into my suit and skin and bone. Just as I thought I was safe,

I heard a splash only to look over my shoulder and see three desperate beasts, but these...animals...had faces. And they were scared, too.

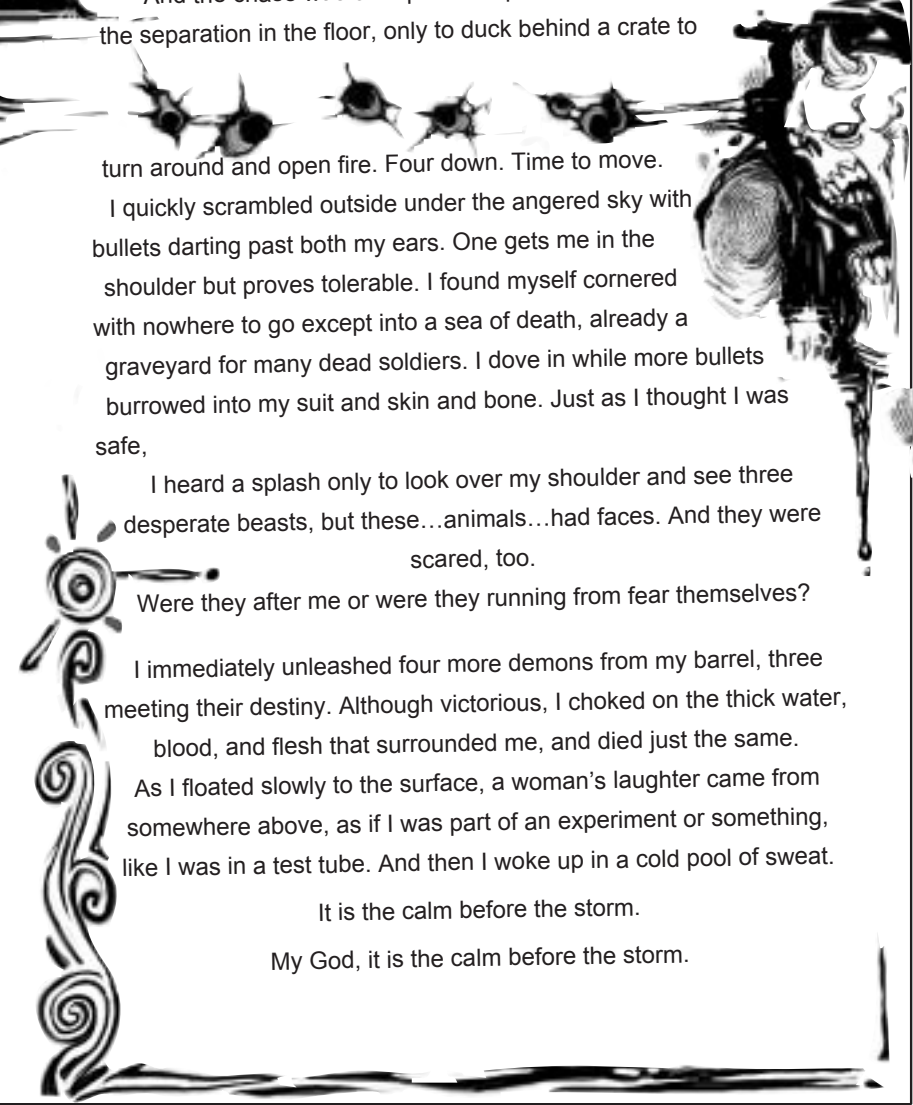
Were they after me or were they running from fear themselves?

I immediately unleashed four more demons from my barrel, three meeting their destiny. Although victorious, I choked on the thick water, blood, and flesh that surrounded me, and died just the same.

As I floated slowly to the surface, a woman's laughter came from somewhere above, as if I was part of an experiment or something, like I was in a test tube. And then I woke up in a cold pool of sweat.

It is the calm before the storm.

My God, it is the calm before the storm.



1.02.36 8:20 pm

Happy Friggin' New Year. Two days in and I almost blasted my first punk in '36 already. That kid musta been smacked out pretty good to kill a cop just to get to his cruiser.

And all this right in front of the neon glow of the Starck Club. Thankfully, his hands were shaking so bad he missed me by a mile. Dumb punk didn't realize his life was already over before he even left the rock he climbed out from under.

I chased the junkie into the club but lost him in the crowd. Got him on the cams though, so I'm sure he's arrested by now. I ripped my leg open when I slipped on the floor – there were



broken vials of U4 all over the place, man. I guess kids aren't even going to the bathroom to jack up anymore.

Damn.

You know, I think that dead cop worked with my dad at the FPD at some point.

His name was McPherson or something like that.

Poor bastard. Got there too late, was already shot in the head.

Wasn't wearing his

damn helmet.

Nothing I could do.



It's funny, actually, getting used to this good guy shit. A few years ago it very well could have been me laying in the streets with a fatal case of lead poisoning. Who would've ever thought that I'd be crossing over to the other side, patrolling the same blocks I used to run gangs on.

I'm sure all the Young Masters and Warriors are dead now, anyway.

Life sure is strange the way things come full circle.



used "U4"
street vid



NIKK
252 0876

Note—
notify McPherson's wife—

Monday, I need to send out a memo to all field officers.
"If they are caught without helmets on, while on duty,
they will be fined."

2.22.36 11:43 pm.

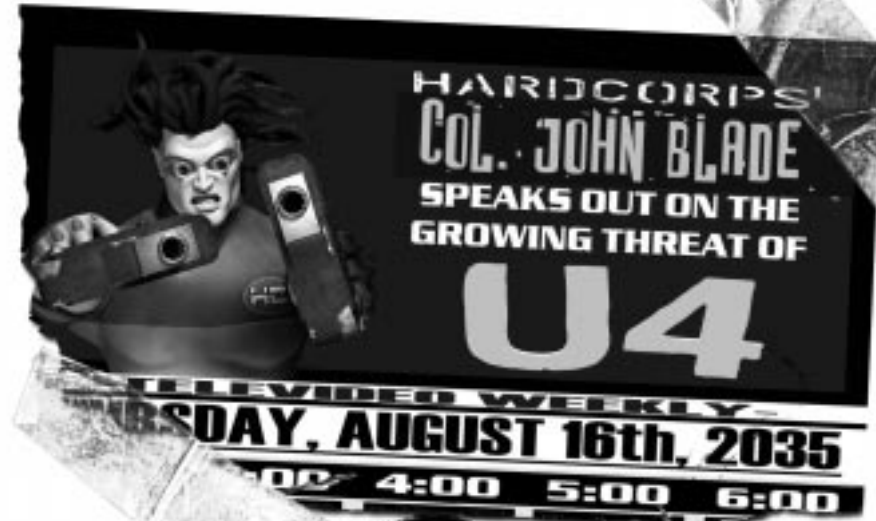
Tonight was one of those nights that makes you wonder how it ever got so bad. I swear, it's not even midnight yet and already the city's gone to shit. I musta grabbed my Mag three times within an hour because of these damn punks jumping out of the shadows.

Two of them even tried to shiv me, dumb bastards.



If they were zombies, that would be one thing, but this tainted garbage just completely freaks them out altogether. Even nailing those dirtbags Mancini and Kong last week hasn't slowed down the flow of U4 any and I know they're behind a good chunk of the Freeport flow. I should've popped Mancini a

to me or back when I had the chance. What a wanna-be, that guy.



3.13.36 1:10 pm

SinTEK's been all over the news again. Looks like they've bought out yet another major petroleum company in the Middle East for a zillion dollars or something. These guys are everywhere, man: chems, oils, computers, pharmaceuticals, genetics... and now as a SEC-Force Op as well.

NEWS

SinTek GOLDEN

OVER NIGHT SUCCESS OVER NIGHT BILLIONS

Imagine, if you will, the absolute shock of becoming a billionaire overnight. Then try to wrap your mind around the thought - you are about to buy a third world country! That is precisely the life-changing act by drug magnate and retail price winner Thrall Sinclair in a recent not interview. Mr. Sinclair jokingly stated that he would love to own Ethiopia, he stated that he would be able to turn the country around with the help of his miracle drug vanity and Apollo-DB.

Vanity, was that 24 hours after the interview Sinclair told the media Ethiopian president Isayas Apos declared that he would indeed sell his presidency, as well as the ownership of his country to Dr. Sinclair for a paltry 28 million dollars.

Dr. Sinclair's initial reaction was to laugh, however recently, at the urging of his lovely daughter Elexis, Dr. Sinclair has agreed to purchase Ethiopia as well as several major international corporations, and a few more companies simply "for Sinclair is trying to buy the world," President For... well, he said he was "glad to be aboard!" In recent

Top four chemical vendors

VANITY!

and the sure it's dead!" Dr. Sinclair's lawyers are, at present, "taking aim" at the President for his somewhat tone.

After their agreement would challenge the President and his legal advisors? Can legal action really have an effect on the up ends of the leader of the free world? Only time will tell, but the reporter hopes that Dr. Sinclair said out, I mean how... he... had a more powerful... some people... and I want to looking

Market Report

It must be my lucky day
Friday, March, 13, 2003

Sinclair- SinTek's new CEO

Lookin' mighty fine! God, I need to get laid.

SinTEK quickly rose to the forefront of the medical and scientific community, shocking everyone with their brilliant and innovative solutions. Elexis' business instincts kicked in, and together they diversified the company and expanded their market into the global economy. Their latest breakthrough, Vanity, astonished the world with its apparent ability to stop and almost reverse the

"My goal is simple and my method is sound, I want to shape humanity. Time for change is now."
Elexis Sinclair - SinTek CEO

As the newly appointed CEO of the world's largest conglomerate...

both the business and scientific world. With success assured, Thrall plans on quietly retired from prominence, leaving SinTEK's care in the hands of his capable daughter.

"Elexis is capable of taking SinTek places no one has ever fathomed"
Thrall Sinclair

SinTek STOCK ROCKETS

Thrall Sinclair and his VANITY project provides intriguing fiscal promises

Unbelievable... They may have their greedy hands in all kinds of pie, but I'd do anything for a night with Dr. Sinclair's daughter.



Continued on page 37

Man, is she hot or what?! What's her name? Oh yeah, Elexis. Elexis Sinclair. HmMMMM.

Looking good. The SinTek shares I bought are on the rise again! Keep this up and I see early retirement calling my name.

COMPANY	PRICE	CHANGE	%CHANGE
SinTek	\$32,000		
Blue Tech	81,296 9/16	+3627 5/16	4.47%
ADV	70001 1/2	+6 1/16	.0000%
Spearm International	6,000 7/8	+4 9/16	.0005%
Upstream	1,111 1/16	-5 1/16	-.011%
Bittern Facilities	1,292 3/4	+6 1/16	.0046%
Finord Securities	910 1/4	-5 1/2	-.005%
Clonemal Research	5454 5/16	-1/16	-.0003%
THC	10003 9/11	+23 9/16	.002%
ego Software	23977 5/8	+5 5/8	.0002%
T.P. Game's	666	0	0%
Kristall Shipping	1/4	+1/4	100%
Yanphosey Services	5683 15/16	+3 1/16	.0005%
Compact-It Storage	23566 1/4		
Imaginer	1347 15/16		
QINX	1101 9/16		
C.H.U.D. Pharm	6969 1/4		
4Dix	4567 1/1		
GRUE Camping	1234 3/1		
Prodon Storm	58732 3/16		
	1 5/16		

The Market at a Glance

OT & L. BURNS LEVY & CO. INC.
170 N. W. 1st St., Suite 200, Miami, FL 33136

Call your Broker and thank him for the SinTek tip. Dave Eddings 200-658-6971

4.09.36 3:30 pm

Yesterday was pretty interesting, to say the least.



J.C. cracked me up today by reminding me how we met.

I can't believe it's already been four and a half years.

I remember that day like it was yesterday.

After three months of hell, I finally caught the hacker who had been tapping into the HardCorps server, and it turned out to be some bored 20 to 21 year-old whiz kid who loves challenges. I would've kicked his ass and made sure he served a good 10 to 15,

but I realized something during those few months while I was trying to hunt him down. I'd rather have this kid "J.C." on my side than anywhere else, that's for sure.

I let him tell me his story. He'd been running big hack jobs for a good three to four years for all kinds of colorful characters in the underworld. Tech Warfare sure pays well if you don't get back-stabbed in the process. Such was the case here.

J.C. was hired by the Vitello family to break into HardCorps to gain classified information and hand it over to his bosses.

Apparently, he didn't want to do it since he'd been burned by those guys for \$50,000 on a job last year, but he had no choice. Something about eating his own tongue must have persuaded him. Plus, he was told HardCorps was a dirty organization that was in bed with the government, and responsible for half the problems on the streets to begin with.

So, J.C. rented space at a neighboring office building and set up his operation for a close tap and began to systematically watch our HC server. He soon learned our external protocols, then tapped in and gained access to lower level system files, only to learn we were the real deal. "Good guys with a purpose worth fighting for," he said, or something like that. What a bullshitter!

He seems like a smartass all right, but after a few long hours and a pack and a half of smokes later, he graciously accepted

my generous offer to work for us here at HC, and I'm

sure it had nothing to do with going to jail if he refused. I think I'm going to like this guy, and for some reason, I feel like I can trust him. Hope Frank Vitello doesn't start snooping around or we'll have to see if he's allergic to lead... HA HA... maybe arrange to have him plugged, too.



To: Jacco Villapender

From: A.C. Vandelay

Date: October 18, 2036

Re: Superficial analysis of "bat"

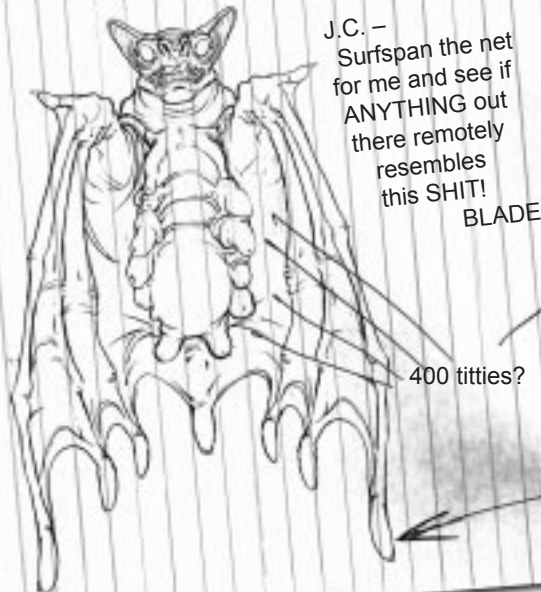
Jesco-

In a nutshell who outside the boundaries of anatomical mutation of know what, exactly, the we DO know is that it's until it dissolves you. The to present itself as good naturally occurring creature other animals that it is de larger. I hope to god it's n

Any way- I just wa into it. I'll let you know my student to do office grant pursuing a degree in forensic college. What a pain she screaming at the top of her down. Say hello to Pan

Later
Arthur

So - This is a BAT!?



J.C. -
Surfspan the net
for me and see if
ANYTHING out
there remotely
resembles
this SHIT!
BLADE

400 titties?

Hairless - !



A freakin'
HUNCHBACK?

Fingernails?



Valota Fagina - Female
(Bat Victim - DOA - 4.17.36)

4.19.36 5:12 pm

For the second time this week, another Freeport citizen was killed by these enormous bats we've been seeing lately. Pretty weird stuff.

We're still trying to figure out what kind of breed they are and where they've come from, but for now, we've allocated a few of our men on it to scour the areas for extermination.

Here's a sketch based on the few found by the east river docks.

Scientists are still trying to figure out what kind of fluid is stored in that appendage under their bellies. Gross, man.

5.11.36 1:32 am

Found out Antonio Mancini got off somehow and is back on the streets already. I swear there is so much red tape in this friggin' city, I can't believe it. He musta had that scumbag lawyer Johnny

Cockroach defend him. How the hell did he afford that crooked bastard? Someone high up on the food chain must be pulling some strings because Mancini has more goddamn lives than an alley cat. He must have bribed someone pretty high up, but what can Mancini offer besides dope? Everyone on the street knows that although he may be up the U4 food chain, he doesn't have a pot to piss in.



REFERENCE AGENCY		AGENCY OFFICER	
HARDCORPS		COL. John R. Blade	
SUSPECT/ACCUSED		Known	
NAME (Last, First, Middle)		Alias	
Vocational Address		Dickhead	
Address/Location		Unknown	

Extremely dangerous known underworld figure. Identifiable markings: blind in left eye, large vertical scar that runs from upper forehead to mid left cheek. Multiple tattoos on right and left hand and upper arms.

Control Number	
1	9
8	7
9	4
6	3
9	5
7	4

Standard Loop Whorl



Lacerations (2)
Index finger

RIGHT H.

HARDCORPS CRIMINAL INVESTIGATION REPORT

REFERENCE AGENCY		AGENCY OFFICER		ID No.	
HARDCORPS		Col. J.R. BLADE		0001 9 8 0 3 9 5 7	
1. VICTIM'S NAME (FIRM NAME IF BUSINESS) Last, First, Middle				3. VICTIM'S Sex - Race - DOB	
Trina Delish				Female Unknown Unknown	
2. VICTIM'S Residence Address City				4. Residence Phone	
Unknown					
5. VICTIM'S Employer City				6. Business Phone	
Bennie the Pimp Freeport					
COMPLAINANT - OTHER VICTIMS - PARENT 'V' = Victim (Other than #1) C = Complainant P = Parent					
7. NAME (Last, First, Middle)		Code		Sec - Race - DOB	
8. Residence Address City				Residence Phone () -	
9. Business Address City				Business Phone () -	
10. CRIME				11. Date Reported	
Murder, resisting arrest, drug possession				04.18.37	
12. Type Of Premise				Sector 8 - Penthouse	
13. Location Of Crime (Address)				Sector 8 - 8217 Yacht Club - Penthouse, Freeport, 65432-69	
14. Directions To Location				take a right, then another right, hang a left, top floor of D. Alley	

IS TO THE CRIME?		YES		NO	
SWIFT		YES		NO	
[X] Named [X] Known [X] Identified [X] Description		YES		NO	
Middle) Alias		YES		NO	
Sex - Race - DOB		M C 10/18/07		Height 5'3" Weight 120 Hair white Eyes Pink	
Occupation / Employer		CAP		015-84-098-	
Middle) Alias		YES		NO	
Sex - Race - DOB		M C 10/18/07		Height 5'3" Weight 120 Hair white Eyes Pink	
Occupation / Employer		CAP		015-84-098-	
State Model Body Style Reg. Year Reg. State Reg. No. Color		YES		NO	
[X] Limited Opportunity To Commit Crime		YES		NO	
24. Crime Lab		J. Cornelison		25. Crime Lab Technician	
[X] YES [X] NO		YES		NO	
[X] Transferable Property		YES		NO	
[X] Physical Evidence		YES		NO	
15. Damaged		YES		NO	
City U4- (est. street value \$40,000.00)		YES		NO	
Suspect "hired" Ms. Delish for the evening. After their transaction was finished suspect gutted Ms. Delish and made off with the L.Q. U4.		YES		NO	
16. Number		2763		17. Report Date	
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90. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
91. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
92. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
93. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
94. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
95. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
96. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
97. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
98. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
99. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	
100. Status		SUSPENDED		NO	
[X] SUSPENDED [X] UNFOUNDED [X] CLOSED		YES		NO	

ARMY: COL. J.R. BLADE

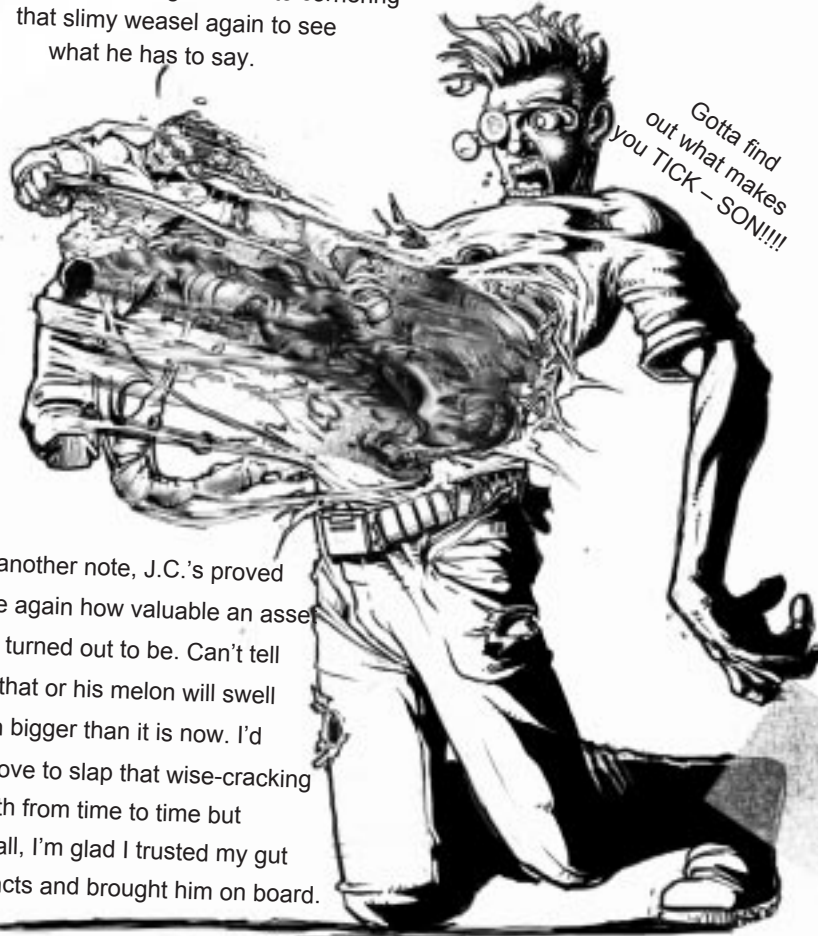
MANCINI 293759437

I wouldn't even be surprised if he was on the junk himself, that stupid jerk.

To make matters more interesting, J.C. said Mancini's recent arrest file was totally wiped from the FPD computers and Kong was found beaten to death in his cell. If I get a chance, I may look into this. I'm actually looking forward to cornering that slimy weasel again to see what he has to say.

Gotta find out what makes you TICK - SON!!!!

On another note, J.C.'s proved once again how valuable an asset he's turned out to be. Can't tell him that or his melon will swell even bigger than it is now. I'd still love to slap that wise-cracking mouth from time to time but overall, I'm glad I trusted my gut instincts and brought him on board.



CARLA
323-1018

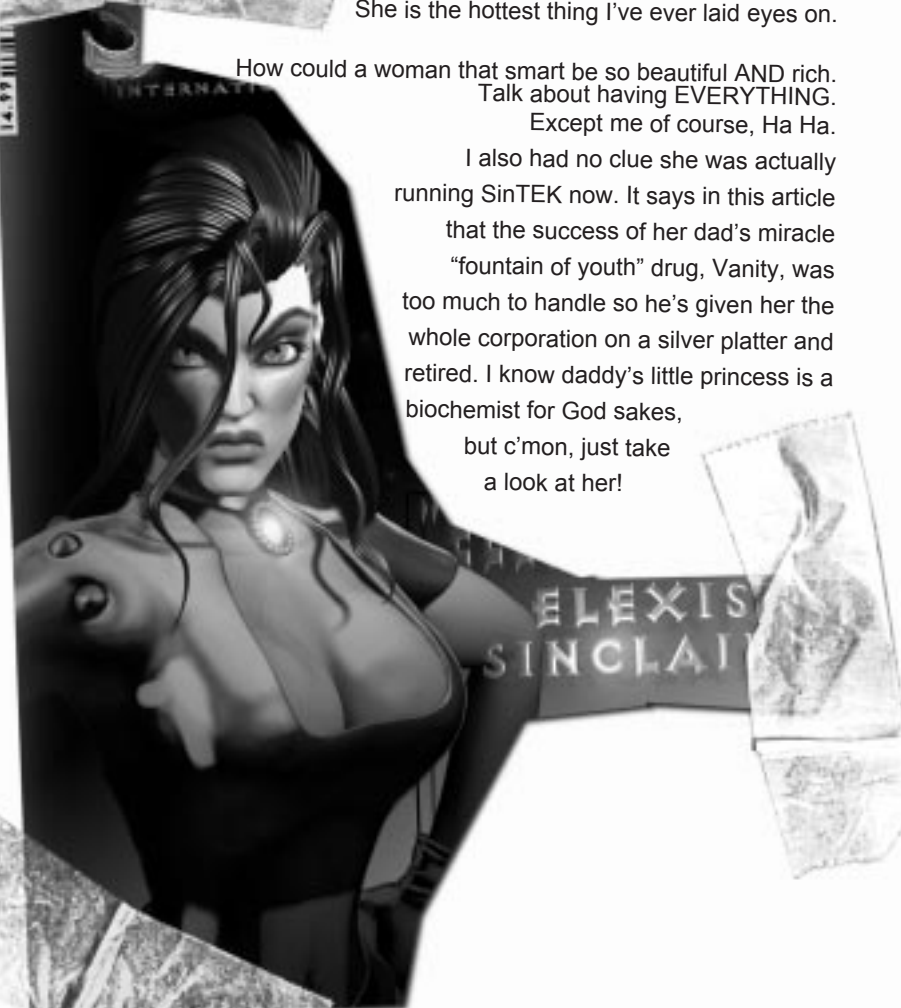
6.17.36 9:23 pm

Saw this in the locker room and couldn't help myself.

She is the hottest thing I've ever laid eyes on.

How could a woman that smart be so beautiful AND rich. Talk about having EVERYTHING. Except me of course, Ha Ha.

I also had no clue she was actually running SinTEK now. It says in this article that the success of her dad's miracle "fountain of youth" drug, Vanity, was too much to handle so he's given her the whole corporation on a silver platter and retired. I know daddy's little princess is a biochemist for God sakes, but c'mon, just take a look at her!



I can imagine playing doctor with her...



Otis - Homeless Local
(Wall Painting - Sector 11)

Linda Roppolo
(Crazy Old Woman - Sector 35)

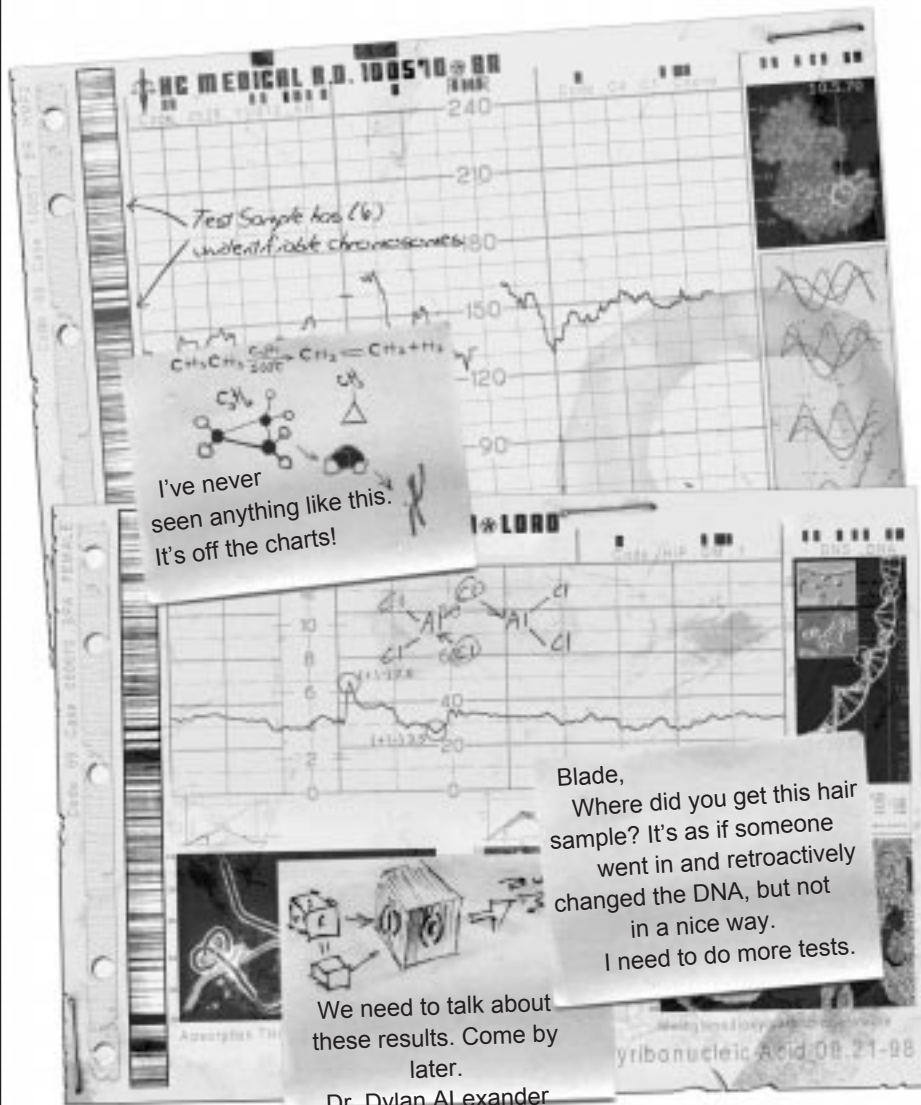
6.17.36 9:23 pm

There's definitely something very weird going on in the city. J.C. was in the VR-cades and overheard a couple of people talking about some creature they encountered near a garbage dumpster.

They said it looked like a dog at first until it pulled its head out of the trash and it had a long beak or something?!

Call me crazy but I read something like this in one of those tabloids about this mutated four-legged animal found with spikes on it's back like a goddamn stegosaurus.

Here's a photo of an especially photogenic bum and his favorite subway wall.



Blade,
Where did you get this hair sample? It's as if someone went in and retroactively changed the DNA, but not in a nice way.
I need to do more tests.

We need to talk about these results. Come by later.
Dr. Dylan Alexander

8.07.36 3:23 am

"John," Mom said.

"Wake up, John".

I opened my eyes and my mom was sitting by the side of my bed, but I was in my old room when I was a kid. And she was burnt to a crisp.

"Time for school, Johnny," said the charred remains. I screamed and jumped up, but found myself in my apartment, tonight. I looked at the side of my bed but there was nothing there.

Man, I hate waking up in that cold sweat.



I haven't thought about my folks for a while, so I decided to pull this out:



CONTINUED ON PAGE 18 ▶

9.30.36 9:55 pm

This is the fourth account of what some call "the claw" – a mutant creature rumored to roam under the city in abandoned subway tunnels.

All four descriptions of this beast involve

an abnormally huge left arm with a claw on the end, and a bony, almost skull-like face.

Special forces have combed the north and west subway routes, but have not uncovered any evidence to date.

Many homeless have reported accounts to the police on this matter ever since two

homeless men, Michael Wilson and Harry Miller, were found gutted at the Sheppard subway station last month.



Went down to sector 3, to do my own investigation, where all the crazy reports of this so called "claw" creature was.

I found where some of the locals had been doing a few wall drawings of what they claim they saw. Tried to talk with the bums, they are a little too whacked out to make sense. Took a few shots of the walls and construction workers. Guess I will file these in the Y-Files. Speaking of Files, I remember when I was a kid seeing reruns of that show from the late '90s.

Then on January 1st, 2001, the producers went missing.

Cool. . .

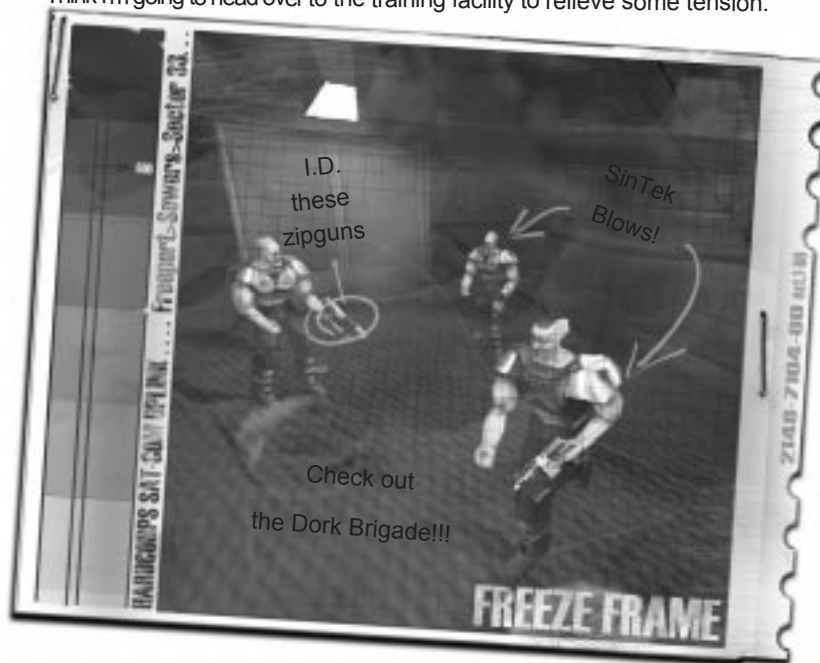


10.22.36 8:11 pm

It's been pure hell during the last three days. The U4 problem on the street is getting pretty bad since the price dropped from \$40 to \$25 a vial. Shit, you'd think the crime would ease off a bit since junkies should be less desperate to get some quick cash for a hit. But that's not the case.

I don't like the way this feels. There is something really weird going on but I can't quite put my finger on it. It's like the city is changing – a metamorphosis for the worse.

On another note, I got into a pushing fight with a couple of SinTEK grunts today. Man, those guys over at SinTEK have some major attitude. They've got some nerve hanging out in our sectors an' shooting their mouths off, as well. Sometimes when shit like this happens, I have to remind myself that I'm one of the good guys, smile and just walk away. Of course, it did not keep me from pouring a cup of sugar in their gas tank. Ha Ha. Think I'm going to head over to the training facility to relieve some tension.



11.02.36 7:00 pm

I've been talking with a few informants down near the docks and some strange things are going on in Freeport once again. I've heard rumors of a weapons shipment coming into port on the night of the 17th. I don't know anymore if I can trust "Joking Jensen." He's been a good informant but lately I've noticed that he's much more nervous and his attention span is down to about that of a fly. I think he's back on the dreamers, but we'll just have to wait and see.



Speaking of the docks – and rumors – word has it that something strange has washed up on the shore between Docks 13 and 14 last week. Today was the third time I heard about it so I started asking around since I was already down there. Some say a few feds dressed in pin striped black suits came by and took it away in some kind of electric body bag and paid off the night guards. Others pointed out there were gunshots heard, and that there were three guards working that night – not two.

Apparently, this shark-like thing wasn't quite dead and decided to decapitate the third watchman when he went down for a closer look. Nobody is giving me a straight answer but for some reason, I don't get the vibe that people are just making this shit up. It smells real weird down by the docks these days. Can't explain it.

GLOBAL VOICE — Friday 16, 2037

MUTANT FISH BABY WASHES UP ON HA



Early this afternoon, a sound just south of the docks made a grisly discovery, as yet unidentified, lodged in the proximity of the SINtek oil rig. Officials have made the "Fish-Child" a never has made a rock Diva Abalone water bloated corn. Naturally, we'll keep touch with the late. All in all, the local been pretty helpful. I can't comment if. Never the less, even. So the cause of toxic chemicals in Elexis Sinclair de. Nothing could be.

FOR ALL THE
SURF ON OVER
SITE:
WWW.RITUAL



A Division of SinTek

TO ALL SECTION LEADERS:

The following [REDACTED]
press: [REDACTED]

1. The exact location of [REDACTED] as of 2:00 pm e.s.t.
2. NO comments on [REDACTED] of our [REDACTED]
3. All inquiries into [REDACTED] are to be routed to [REDACTED]
4. There are [REDACTED] now in effect.



Michael DiGesu
Michael DiGesu

BLADE -
Look AT WHAT
I FawNO!
I'll SEND IT TO
YU AFTER I
WORK MY MAJO...
J.C.

D.N.A. AMALGAMATED

AM I GOOD or
WHAT?!

J.C.

TO ALL SECTI

The following protocol MUST be observed when dealing with the press:

1. The exact location of the "fish man" carcass is classified as of 2:00 pm e.s.t.
2. NO comments on the "fish man" or the mutagenic effects of our chemicals.
3. All inquiries into the morphology of the "fish man" are to be routed to Bill Powers' team.
4. There are NO exceptions to the limited access policy now in effect.

ANY D.N.A. EMPLOYEE
FOUND IN VIOLATION OF
EMERGENCY PROTOCOL
WILL BE TERMINATED

Michael DiGesù

VANITY KILLS SINtek named in suit Dr. Thrall Sinclair will testify

Tried to call Dave to tell him to BAIL.
I got his voicemail all day! Found out later the dumb
bastard got himself fired today for downloading porn at work!
The horny perv cost me thousands!!!

BY MANY CRITICS, SINTEK'S
product delays make a
concerted effort to be vague
about planned product ship
dates, but the fact remains that
the company continues to miss in-
ternal targets on a regular basis.
Delays are adding
to the company's losses.

its operating...
term and applied...
seems to be mainly...
schedule, as well...
internal product deliv-
erables, during the period...
the company has pushed be-
hind dates for its operating systems
and many of its operating prod-
ucts by an average of three months.
In the case average of three...
operating company has set an in-
ternal delivery goal for much of
CORRECTION PAGE 14



VANITY SIDE EFFECTS TOO CHAOTIC TO PINPOINT

BY BENNY BAZZARD, FEMUR AB
UNUSABLE 7, THE FIVE PRODUCT
born under SCD's Gemini sign
analysis is proving to be too
there, under SCD's Gemini sign
delivers on only some of it

VANITY SHOCKER!!!

MIRACLE DRUG
OR
SLIDE PILL?

It has been rumored, but it is reported
that the...
...and it
...the theory
...the way

Elexis Sinclair Announces Father

The Magazine of Corporate Espionage

EYE-ON MACHINE

SUICIDE RASH TEN thousand in ten days SINTEK VANITY BLAMED

"TEN at a time for
a dime, ten at a time
for a dime!"
-BEAT

Elexis Sinclair is now
THE MOST WICKED BITCH
I have ever seen -
-Drop-kicked daddy real quick
-Tells the press to kiss her ass
-Has no sympathy for
VANITY "byproduct"
(her words, not mine)

Note—
Have J.C. ID these weapons and any locals who have been busted using 'em in the last nine months.



Item:
DC4 Assault Rifle

Description:
Made in China, banned in States. This model supports silencer attachment. 30 round banana clips, high firepower, and cheap bullets makes it the preferred weapons of local gang members. Unprecedented accuracy equals high body count. Serial numbers filed off.

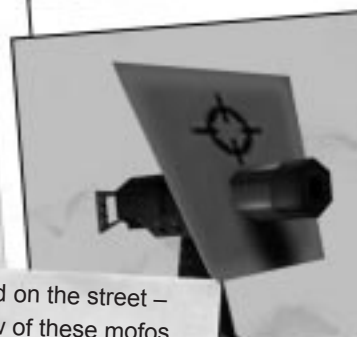
Evidence Number	ID No.
1 2 3 4 5	0707-76
Reference Agency and Officer	
Harcourt - J. Blake, H. Chavez	



Item:
H.V.C. Gun

Description:
50mm belt-feed chain gun with grenade launcher. Military issue, sold as high dollar black-market. Grenade launcher uses CB-40 shells with missile casing. Arming mechanism allows for three second launch placement before explosion. Serial numbers filed off.

Evidence Number	ID No.
1 2 3 4 5	0707-76
Reference Agency and Officer	
Harcourt - J. Blake, H. Chavez	



Item:
DAA2-Missile Launcher

Description:
DAA2-ML, freestanding missile launcher w/heat seeking capabilities. Latest high-tech tracking firmware installed. User protected behind kevlar polymer shield. Full dynamic pitch and yaw for launch unit available, but locking restraints can be installed. Unit can be armed and fired remotely, but operator preferred for adjustments during continuous firing scenarios.

Unit fires the new CB-72 heat seeking Explosive tip is armed immediately nch, so all proper precaution should . Reports that have shown that can be destroyed while in the air. mbers filed off.

Evidence Number	ID No.
1 2 3 4 5	0446-77
Reference Agency and Officer	
Harcourt - J. Blake, H. Chavez	

Word on the street – a few of these mofos have found their way into the wrong hands.

This is Bad!!!!

Manufacturers deny selling any of these units state-side.

Sources say that's BS.

File under-

"When war breaks out!"

If these make it on the street, better start buying bodybags in bulk.



Item:
Rocket Launcher

Description: Banned, turn-of-the-century lightweight mobile urban rocket launcher. Fires the CB-40 missile. Fastest firing mechanism available on the mobile missile roster. Favorite toy of urban warlords in Freeport. Serial numbers filed off.

Evidence Number	ID No.
1 2 3 4 5	0707-76
Reference Agency and Officer	
Harcourt - J. Blake, H. Chavez	



Item: RT-17 Spider Mine

Description: Hand held infra-red radial detection mines, used when a more directed blast is needed. Mines carry a small micro laser that burrow and allow the unit to attach itself to any surface. Motion activates warning sound before detonation. Units can also be slid and bounced along the ground and around corners before they lock and arm.

Evidence Number	ID No.
1 2 3 4 5	0707-76
Reference Agency and Officer	
Harcourt - J. Blake, H. Chavez	

11.19.36 10:35 am

The info from Joking Jensen was good and the bust was stellar.

We took down some serious amount of guns and money, more so than we thought that we'd get. We put someone in a world of hurt, that's for sure. I'm just waiting to see the fallout from this little fiasco. Personal

Note: Be sure to commend Chavez on a job well done.

His first time at squad leader came off without a hitch and he

handled the fire fight with an expertise beyond his years.

Garrett would be proud of the group that we've got here.

Taking us into the future. . . more like an urban war.
What a bunch of dicks!

Place bullet
here

Navy Seal-issued
scuba gear, kevlar
everything and
deadly ass clip-loaded
goddamn spearguns!
OK, now I'm jealous.

Dumbass probably
needs that kevlar vest in
case he points his
assault rifle in the wrong
direction.

Elexis "I'll clean up the
streets" Sinclair. . .
I guess one way to do
that is to hire all the
criminals to work for you!

Sec-force sarge. . .
serve and protect,
my ass. Where do they
get these apes?

Military HV Chain Gun,
equipped w/grenade
launcher. WTF?!?

Amphibious units!
Man! I wish I had
Miss Thang's funding
HC with all this shit.

Sec-force grunts =
numbnuts w/guns.
What's the deal
with the hair?

Miss
Thang!!

SINCE FIGHTING FOR YOUR FUTURE

WE ARE LOOKING FOR YOU ENLIST NOW!!!

11.27.36 8:12 pm

Something's brewing in the city, man.

I got this gut feeling it's going
to get real nasty, real soon.

I can only wonder what lies
ahead of me tomorrow.



HARDCORPS

TRAINING MANUAL

HARDCORPS TRAINING FACILITY MANUAL

TO ALL HARDCORPS EMPLOYEES, Enclosed in this personnel packet is an overview of the training facilities now available to all employees with a security classification rank of Blue-7 or higher. Please review all materials and sign the enclosed consent form (HCFORM: 1027-684-12). You must return this form to the Weap-Ops office before your access codes are activated.

Remember, failure to follow proper weapons handling procedures and to conduct yourself in a professional manner will result in a suspension or termination from HC. We hold ourselves under the highest standards of conduct at HARDCORPS and we expect our employees to do the same.

FACILITY LAYOUT

Once you've cleared the security scanning station, proceed down the main corridor and use the elevator to access the second floor training facility.

The new training facilities were designed for ease of use. On the right hand side are the Sniper Range and Special Enforcement Training A facilities.

On the left hand side are the Skeet Range and Special Enforcement Training B facilities.



To keep the competitive spirit alive and well, you will see large screens throughout the facility that continually update the point leaders and show the latest scores being logged on in each simulation.



BASIC CONSOLE USAGE:

We've installed the latest in automated training equipment and need to make sure everyone is familiar with the procedures on how to operate this equipment. There are two types of consoles within the facility: login consoles are used for operating any simulation, and the score board consoles are used to access any of the simulation high score boards.

AT ALL LOGIN CONSOLES FOLLOW THESE STEPS:

1. Proceed to the console and use the attached keyboard.
2. Type in your name (or HC nickname) and press Enter.
3. Use the arrow keys to select a difficulty level and press Enter.

Rookie – Easiest: Good for our new recruits

Officer – Normal: A good challenge for officers

Hardcorps – Hardest: The true test for more experienced officers

4. Select Exit to return back to the login screen.



Once you've selected a difficulty level, the station will display a notification message that the station is now in use.

The security force field will change from red to green and you will be able to enter the simulation.

Once inside, the force field will return to red, barring further entry from other users and the simulation will begin.



NOTE: Aborting Simulations – At any time during a simulation you can abort it by using the red lever.

AT THE SCORE BOARD CONSOLES FOLLOW THESE STEPS:

1. Proceed to the console and use the attached keyboard.
2. Use the arrow keys to select a simulation and press Enter.

Rookie – Easiest

Officer – Normal

Hardcorps – Hardest

The Rookie scores will be displayed on the screen first. To proceed to the next screen, press Enter. It will then proceed to display the Officer and Hardcorps level scoreboards. When you have finished viewing the scores, press Enter again and you will return to the Main menu.

OPERATION AND USAGE OF EACH SIMULATION

SNIPER RANGE:

Once you've entered the simulation area, the computer will count down to signify the start of the simulation. Various characters pasted on wooden boards will pop up in random locations in the city scene at the end of the sniper range. There are three innocent character types and three villain character types. You score points within the simulation by shooting any of the villains and by not shooting the innocents. Shooting an innocent or missing a villain will result in a miss and after ten misses the simulation will end and you will be prompted to leave the simulation area. Exit through the green security force field and the simulation will be reset, if you scored sufficient points your score will be logged in on the scoreboard.



SKEET RANGE:

Once you've entered the simulation area, the computer will count down to signify the start of the simulation. Skeet Pigeons will fly out from the center, left, or right side of your position. Just before a pigeon is launched, you will hear a sound signifying the launch. Depending upon what happens, the computer will acknowledge with a hit if you destroy the pigeon or a miss if you missed it. The breakdown of how each mode functions is as follows:



Rookie Mode: Only one pigeon will fly out at a time at a slow speed

Officer Mode: Only one pigeon will fly out at the faster speed

Hardcorps Mode: Two pigeons fly out at the faster speed

You must hit and destroy the pigeons to score points. After ten misses, the simulation will end and you will be prompted to leave the simulation area. Exit through the green security force field and the simulation will be reset. If you scored sufficient points, your score will be logged in the scoreboard.

SPECIAL ENFORCEMENT TRAINING A:

Once you've entered the simulation area, the computer will count down to signify the start of the simulation. Various characters pasted on wooden boards will be rolled out in front of you. There are three innocent character types and three villain character types. You score points within the simulation by shooting any of the villains and by not shooting the innocents. Shooting an innocent or missing a villain will result in a miss. After ten misses the simulation will end and you will be prompted to leave the simulation area.

All characters will initially be facing away from you and will spin around for a limited amount of time. The monitor mounted above the characters shows the time in seconds that you have to shoot all of the villains. During that time period you must shoot as many of the villains as possible and avoid hitting any innocents. If you are not fast enough, the simulation will flash red and display the villain characters that you missed and/or the innocent characters that you've hit. If you do hit an innocent character, that simulation round will end automatically and register the remaining characters as misses. Once you've reached ten misses, exit through the green security force field and the simulation will be reset. If you scored sufficient points, your score will be logged in on the scoreboard.



SPECIAL ENFORCEMENT TRAINING B:

Once you've entered the simulation area and stepped onto the cart, the computer will count down to signify the start of the simulation. There are five stations that the simulation will cycle through. At each station you will have to clear five rounds before proceeding to the next station. Various characters pasted on wooden boards will appear in front of you in these city scenes. More than one character may appear at any time, so keep a sharp eye open for them all. The various skill levels will adjust the amount of time any character stays on screen and the amount of time between rounds. The higher skill selected, the faster things will go.

There are three innocent character types and three villain character types. You score points within the simulation by shooting any of the villains and by not shooting the innocents. Shooting an innocent or missing a villain will result in a miss. After ten misses, the simulation will end and you will be prompted to leave the simulation area.



Exit through the green security force field and the simulation will be reset. If you scored sufficient points, your score will be logged in the scoreboard.

HARDCORPS MEMO

From: Col. John R. Blade

Memo: Proper use of body armor.

This is just a quick reminder to refresh everyone's awareness of the importance of proper armor usage in the field. The latest advances in Kevlar polymer bonding has reduced the bulky size of the current body armor but improper handling of this equipment may result in serious injuries.

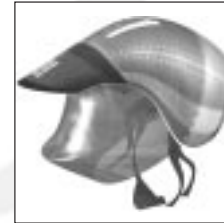
As many of you know, we recently lost McPherson down in sector 17. His rushing off to an emergency call and disregard for procedure resulted in his unfortunate death. These rules are made for your protection and should be followed with the utmost diligence.

The streets are extremely volatile lately and even though the Riot Helmet may annoy some of your delicate cranial casings, it could save your life. It should be tightly secured using the chin strap and be sure that it does not slide around at all. These items are designed to stop and absorb most standard issue rounds. If you are shot, you'll have one hell of a headache but you'll still be around to complain about it.

The Flak Jacket and Flak Pants are the most important combination of equipment that we issue you. With all of the madness on the streets, this equipment will protect you and ensure your continued existence as a living, breathing HC officer. Be sure that the protective flap is folded over to cover the double zipper, many times a stray shot can penetrate this area. The armor was designed to be tough enough to absorb a point blank shotgun blast. After that the armor will be useless, but you'll be alive. It was designed to protect most of the sensitive regions of the body but only if properly utilized. Safety is very important here.

The stability of this equipment is very important to maintain, so after each field encounter you should have your equipment double-checked for any potential decay due to use. If any minor fissures are detected, make your way over to supply and requisition a replacement.

As a quick reference, here's the current inventory listing section from the HC service manual:



Helmet

Ref #: HC-J_06



Jacket

Ref #: HC-J_28



Pants

Ref #: HC-J_66

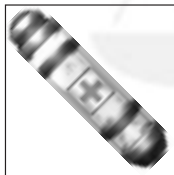
HARDCORPS MEMO

From: R & D

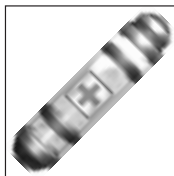
To: Blade, J.C., Chang, and Chavez

Memo: New first aid items for all field agents.

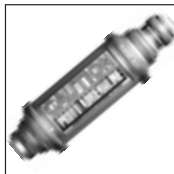
Doc Zen, a noted nutritionist and PHD in chemistry over at LegionTEK has brought to market some new items for our operatives to try out. They've combined some revolutionary nucleic formulas that can help boost an operative's immune and recuperative systems with no ill effects. Here is a breakdown of what they've come up with:



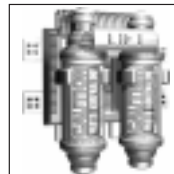
V-Stims: Vitamin Stim. These will boost your immune systems by about five percent. Good for everyday use to help keep you going strong.



I-Stim: Immunity Stim. These will boost your immune systems by about twenty percent. A nice general boost when you're not feeling well. Stimulates increased white cell production.



M-Stim: Mega Stim. These will boost your immune systems by about fifty percent. A very handy item which supplements your own immune system, boosting overall levels.



FB-Pack: Full Body Stimpack. These are the most impressive item in our new arsenal against sickness. This will boost your immune system by about one hundred percent. It is a great item, but should only be used under more distressed situations.



A-BStim: Adrenaline Boost Stim: Temporarily boosts your health by 200%. The adrenaline effect wears off since it has a slight dilution factor built in. This was a genuine design decision since prolonged high adrenal levels could cause bodily damage. There are still some side effects once the A-Boost wears off. You'll return to your previous health level but you will also be affected by any physical damage which occurred while the A-Boost was in use.

SPECIAL NOTE:

We've also seen some new black-market items being pushed as health products but are in fact harmful. Even the U4 dealers are trying to push their wares as something other than what they are. Here is what you need to look out for:



U4 Vial/Injection: These vials are contaminated by a brand new, highly addictive drug named, Dyforsanide. It has been rumored to cause increased adrenal levels that result in increased strength and radically increased brain activity. The users are assumed to be in an almost berserker state of mind and have been extremely hard to subdue.



HARDCORPS MEMO

From R & D

To: Blade, J.C.

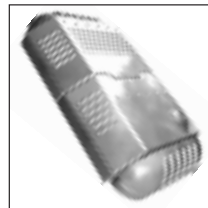
The R&D division has been hard at work on some of the newest and most exciting toys to be added into our bag of tricks. We've been working in conjunction with three of the largest and most reputable mechanical and biological research divisions around the world. Some of the new black-ops devices to come out are currently being field tested right now. Any operative who wishes to participate in these continued tests needs to contact Captain Briggs.



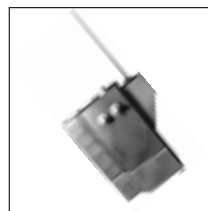
Biogenic Shields – This new chemical bonding compound can be injected right into the human body and a molecular shield is formed on top of the epidermal sheath. It is one of the most expensive items ever developed, but it can be the most useful in extreme combat situations. The bonding properties allow the operative to sustain and even reflect most projectiles while sustaining only minimal damage. One drawback has been noted: extreme heat from any thermal explosions can penetrate the molecular sheath inflicting normal damage levels.



Photon Optic Displacement Device – The P.O.D.D., as it is called, utilizes the same chemical bonding principles as the shields but combines another radical isotope that somehow refracts light. The isotope has minimal negative effects, which are far outweighed by the incredible advantage that it offers. Any operative using this item will be rendered virtually invisible. The light refraction properties bend light around the user and offer more stealth capabilities than anything ever seen before.



R17 Code Descrambler – A contained micro-computer system that can be attached to any secure terminal. Once attached, the device begins its 1megabit-decryption routines to crack the current system.



NT20 Communications Link – A satellite link that can be attached to any open terminal, allowing our HC operatives to tap into these computer systems remotely.



ST Underwater Apparatus – The micro-underwater breathing apparatus allows any operative to remain underwater for an extended amount of time.



HC Light Rod – The standard issue mini light glow rods that all HC personnel are issued. Can be utilized in any situation calling for slight illumination. The Light Rod has a built-in isotope decay sequence so that you don't continue to give your position away.

Blade,
I printed out some stuff from
the old rookie database.
It might help bring some
of the new recruits up to speed.
(Of course, I could come out there
and show em what's what. . .) J.C.

=====
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=== I. Minimum System Requirements ===
=====

- Windows® 95/98 or NT 4.0 (with Service Pack 3) with 100%-compatible computer system
- Pentium® 166 MHz processor (200 MHz recommended)
- 32 MB RAM (64 MB RAM recommended)
- Quad-Speed CD-ROM drive (600k/sec. sustained transfer rate)
- Hard disk drive with at least 50 MB of uncompressed space available
- 100% Sound Blaster-compatible sound card
- Joystick and mouse-supported (3-button mouse recommended)
- Supports network and Internet play via IPX and TCP/IP
- PCI or AGP video card with 2 MB RAM
- Internet play via modem requires 100% Windows 95/98-compatible 28.8 Kbps or faster modem

Important Note: This product requires your system to have the latest Windows 95/98 drivers that can fully support Microsoft's DirectX 6.

=====
=== II. Installation ===
=====

a. Installing Sin

To install Sin on your system, insert the game CD into your CD-ROM drive and:
When the splash screen appears, click on the Install button. For online help, click the Help button.

Note: You can return to this splash screen any time without affecting your installed game by using the Autoplay feature (see page 71).

b. Getting Started

In the Main menu of Sin, you can start a new single-player game by selecting the Game option, pressing Enter, then selecting New Game.

** Note: It is required that the Sin CD be in the drive whenever you start a single-player game.

For updates to Sin, please refer to www.activision.com.

=====
=== III. Set Up ===
=====

a. Main Menu

When you start Sin, you will be presented with a logon screen. Type your name at the prompt and press Enter. You are then brought to the Main menu. Use the up and down arrow keys to navigate through the menus and press the Enter key to select. Each Main menu function brings up a list of secondary menu items. If you have problems using the secondary menu selections, press F1 for a better description of the option.

GAME: Start a new single or multiplayer game, load or save a game, or view a demo.

CONTROLS: Change your video and audio settings, set general game options, and customize your key configuration.

HEADQUARTERS: Suit up and head over to the Hardcorps Headquarters and Training Facility where you can practice and fine-tune your skills.

CREDITS: Displays the names of the designers who created Sin.

QUIT: Exit the game or logon as a different user.

b. Game

NEW GAME: Select a skill setting from among the following choices:

Rookie: Easy

Officer: Medium

Hardcorps: Not for the slow of mouse, weak of heart, or anyone else afraid of dying.

VIEW DEMOS: View a pre-recorded demo of the game.

LOAD GAME: The first game listed was auto-saved at the beginning of the last level entered. Use the arrow keys to select the game that you wish to load and press Enter.

SAVE GAME: Use the arrow keys to select a slot and press Enter to save. Sin will generate a name for the saved game with the title of the level.

MULTIPLAYER: Sin can be played either using a LAN (Local Area Network with IPX or TCP/IP) or via TCP/IP over the Internet. Choose one of the three options: Join Multiplayer Game, Start Multiplayer Game, or Multiplayer Setup to begin a multiplayer game. Please see the detailed multiplayer section on page 64.

c. Controls

VIDEO CONTROLS

Here are controls for changing your video driver, screen resolution or video mode, brightness, screen size, window or full screen mode, texture mode, and accessing the advanced video options. To change an option, use the arrow keys to select that option, then press the right or left arrow keys to adjust. After making all of your adjustments, select Apply Changes and press Enter. When changing video settings, Sin may blink from the screen, or the game console may appear. This isn't unusual. After a moment of this, the game should resume normally. Once you press Apply Changes, the game will reload the map, incorporating the new settings.

Video Driver: You have seven choices under Video Driver. These are Software, Default OpenGL, 3Dfx OpenGL, PowerVR OpenGL, Verite OpenGL, Riva OpenGL, and ATI Rage OpenGL.

***IMPORTANT: Your system may not support some of the video driver options provided by Sin. If a selected video driver is unavailable, Sin will return to the previously selected option or to Software mode.

Software: If you are running under Windows 95/98, and do not have OpenGL supported hardware acceleration, use this setting (default).

Default OpenGL: The Default OpenGL driver allows Sin to render using the default OpenGL driver installed in the system.

3Dfx OpenGL: Uses the 3Dfx OpenGL driver on systems that possess a 3Dfx chipset, such as Voodoo, Voodoo 2, or Voodoo Rush boards.

PowerVR OpenGL: Uses the PowerVR OpenGL driver on systems running Windows 95/98 with a PowerVR chipset, such as PCX2 boards.

Verite OpenGL: Uses the Verite OpenGL driver on systems that have a Rendition V2100 or V2200 chipset.

Riva OpenGL: Uses the Rival28 OpenGL driver on systems that have a Rival28 chipset 3D accelerator.

ATI Rage OpenGL: Uses the OpenGL driver on systems with an ATI Rage Pro 2D/3D accelerator.

***IMPORTANT: We do not recommend selecting OpenGL with systems that do not have hardware acceleration or OpenGL installed.

Video Mode: Selects the desired screen resolution for playing Sin. Note that not all graphics cards and 3D accelerators support all listed resolutions.

Texture Mode: The texture mode determines color depth of the textures. Better quality often results in lower performance. 8-bit texture support is available on some graphics chipsets such as the 3Dfx Voodoo. Enabling 8-bit textures reduces visual quality in exchange for better overall performance.

***IMPORTANT: We recommend you use the Texture Mode setting if you have the appropriate hardware and want to increase the performance of Sin.

Full Screen: This selects full screen or windowed rendering. Full Screen mode availability is dependent upon the type of graphics adapter installed. Full screen software rendering requires the presence of Microsoft DirectX (supplied on the CD).

Screen Size: The screen size slider controls the size of the game area on the screen. Reducing the screen size will usually result in higher performance.

Brightness: The brightness slider controls the brightness of the screen. Its

effects are immediate in Software mode. When using OpenGL, select Apply Changes after modifying brightness.

Apply Changes: Selecting this option "applies" any modifications you made to your video configuration.

Reset to Defaults: Resets all of the video options to their default settings.

Advanced Video Options: This allows you to change various special effects settings within the game. Turning off these effects will increase overall performance.

Bring Up Console Interface: This allows access to the game console. This is for advanced users.

AUDIO CONTROLS

Here you can adjust your audio settings.

SFX Volume: Using the left and right arrow keys moves the slider bar to increase or decrease the volume of sound effects.

Music: Turns the in-game dynamic music on or off.

Music Volume: Using the left and right arrow keys moves the slider bar to increase or decrease the volume of the music.

Dialog Volume: Using the left and right arrow keys moves the slider bar to increase or decrease the volume of the in-game dialog.

Sound Quality: Select low quality for 11 kHz sound and high quality for 22 kHz sound. Using low sound quality will increase the performance of Sin on your machine.

CD Music: Use the left and right arrow keys to turn CD music on or off.

Sound Compatibility: In Max Performance mode, Sin captures sole use of your audio, making the sound hardware inaccessible to other applications. In Compatibility mode, Sin will allow other sound hardware to still continue.

Enable 3D Sound Hardware: This turns on 3D sound support for cards that support it, such as cards supporting A3D.

GAME OPTIONS

Mouse Speed: The higher you set this, the faster your character will turn in relation to mouse movement.

Always Run: Select Yes if you do not want to hold down the Run button in order to move quickly. (While this option is activated, holding the Run button down will slow your speed to a walk.)

Invert Mouse: This gives your mouse "airplane-style" controls. This means that pushing the mouse forward "noses down" and pulling it back "noses up." Some people prefer this control technique.

Mouse Filter: Enabling this variable will cause the mouse movement to be smoother but there will be increased latency between the actual mouse movement and movement in the game.

Look Spring: Returns your view immediately to straight ahead when you release the look up key, look down key, or mouse look. Otherwise, you must move forward for a step or two before your view snaps back. Lookspring does not work while you are underwater.

Look Strafe: If you are using the look up or look down key, then this option causes you to sidestep instead of turn when you try to move left or right.

Free Look: With this option enabled you no longer have to press the mouse look key to look up and down while using the mouse.

Crosshair: You can choose between several different styles of targeting crosshairs.

Handedness: You can choose whether your character is right or left handed, or whether your hands will be displayed at

HUD Layout: Choose where your heads up display is shown on the screen.

Dialog System: You may choose to turn the text and voice dialog within the game on or off. Turning both off is NOT recommended, since many puzzles rely on dialog in the game.

PLAYER CONTROLS

Selecting this option will bring up a second menu that lists all of the game controls. Use the arrow keys to move through the list. Press the Enter key to select a control to change. Press the appropriate key or mouse button that you wish to use for that control. If you want to go back to the original controls, select either Restore Default Keyboard Only configuration or Restore Default Keyboard and Mouse configuration.

d. On-Screen Info During Gameplay

HUD: John Blade, your character in the game, is equipped with an OT-class Heads-Up Display. Your current status is shown on-screen at all times. There is an indicator for your health, armor, ammo for the current weapon, and currently selected or readied item or weapon. When you pick up something new, an icon will briefly appear at the bottom of the screen with a picture of that item. To view your entire inventory, press the I key. Maximizing the screen

(+ key) may remove the Status Bar from your viewing area. To get it back, simply press the - key.

MESSAGES: Your HUD will talk to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object or you've died in an interesting fashion (multiplayer games). Certain messages will appear in the middle of the screen. These are always important and you do not want to ignore them! An example of this would be "You need" and a picture of the necessary item.

CONSOLE: Pressing the tilde key (~) will pull down the Console window. This is a special area that lists all of the game messages, and allows you to give Sin commands that cannot be entered through the menu. This is for advanced users.

INVENTORY: Press the I key to access your inventory. Use the arrow keys to move through the list. Your status information will update to show an image of the currently selected item. Press the Enter key to use a highlighted item. Weapons and items are "readied" in this manner. For example, you can select or ready an item before engaging the enemy. Then at the appropriate time you can quickly use that item by pressing the Enter key.

=====
=== IV. Getting Around Freeport ===
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a. Movement

WALKING: Use the four arrow keys or the mouse to walk around. To walk steadily forward, hold down the forward key (the up arrow or center button on the mouse). Turn left or right with the left or right arrow keys, or by sliding your mouse in the desired direction.

RUNNING: To run, simply hold down the left Shift key to increase your speed while walking. If you prefer to always run during the game, open the Main menu, then the Controls menu, then the Game Options menu, and select Always Run.

SHOOTING: Tap the Ctrl key or the left mouse button to fire. Hold the shooting key down for continuous firing.

LOOKING UP AND DOWN: The letters A and Z allow you to look up and down, respectively. Start walking forward and your line of vision will automatically readjust to the center position. You may also choose to select Free Look under the Game Options menu, which will allow you to move the mouse around as if it were your head movement.

SWIMMING: While underwater, aim yourself in the direction you wish to go and press the

forward key to go in that direction. Unfortunately, as in real life, you may lose your bearings while underwater. Use the jump key, normally the Space Bar, to kick straight up towards the surface. Once on the surface, tread water by holding down the jump key. To get out of the water, swim toward the shore and you can either jump up onto the land or walk straight out if it is shallow enough. There is always a way out of water, but you may have to submerge even deeper in order to find it.

DUCKING: Press and hold down the C key to duck and move forward to crawl. When you release the C key, you will return to an upright position. It is also possible to avoid rockets in this manner.

JUMPING: Tap the space bar to jump. You jump farther if you're moving forward at the time or if you're running. You jump higher if you're moving up a slope.

STRAFING: Hold down either Alt key while the left or right arrow key is pressed and you will side step in that particular direction. This is perfect for avoiding incoming projectiles, or gun blasts from enemies.

PICKING UP OBJECTS: To pick up items, weapons, and power-ups, simply walk over them. If you are unable to pick something up, it means you already have the maximum amount possible for that object.

LOOTING YOUR KILL: After you kill an enemy, move over its body and if it's carrying anything, that will show up on the screen. While standing over the dead, press the USE key to strip them of items, armor, and health. You can pick up any weapons they drop by walking over them. If you are unable to pick something up, it means you already have the maximum amount possible for that object.

SELECTING ITEMS IN INVENTORY: Use the arrow keys to cycle through items in your inventory while in the inventory screen (I). Press the Enter key to select a highlighted item.

TALKING: To communicate with other players in multiplayer, press the T key and type in your message. Press Enter when finished and your words will appear at the top of the screen.

USING VEHICLES: To enter or exit any vehicle, press the USE key. Press the up or down arrow keys to move the vehicle and press the left or right arrow keys to turn the vehicle (while in motion). To turn faster, use the strafe left and strafe right keys (while in motion).

b. Dying

Each time you enter a level, Sin automatically saves the game. When you die, press the Enter key to pull up the Load Game menu. Select the first game name on that list to restart at the beginning of the last level you entered.

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=== V. Multiplayer Sin ===
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Multiplayer allows multiple players to enter a game together over the Internet or on a local area network.

a. Deathmatch

The most popular way to play Sin Multiplayer is a Deathmatch, which has no computer-controlled characters, just player versus player! The goal of the game is to kill your opponents more often than they kill you. Each kill counts for one "frag", and if you kill yourself then you lose a frag, thus it's not a great idea to jump off of tall buildings or shoot rockets at your own feet.

After you die, press the fire button to reappear, or "respawn," in the game. You'll be brought back at one of several random respawn locations. Throughout the map you will find different artifacts, such as weapons, ammo, health and armor, that are needed to be successful at destroying your enemy. When starting a Sin Multiplayer Server, you have the option of making weapons disappear when you pick them up and respawn after time (length of time depends on item), or they can be made to stay put at all times so your Deathmatch experience is a true Sinfest!

b. Multiplayer Menu

Join Multiplayer Game - Allows you to search for and join a game.
Start Multiplayer Game - Allows you to launch your own server.
Multiplayer Setup - Allows you to customize your appearance.

c. Join Multiplayer Game

In the Join Multiplayer Game menu are two options that will help you locate and join network games. The first is Server Address Book, which is used to store and recall the IP addresses or hostnames of Internet servers. The second option you have is Refresh Server List, which will display a list of servers running on your local area network as well as any you have entered into your address book.

To add servers to your address book, simply move down to an available spot and type in the hostname or IP address of the server.

To search for and connect to a server on your local area network, simply select Refresh Server List, then press Enter on any of the servers that appear under Connect To.

d. Start Multiplayer Game

The Start Multiplayer Game menu option is for configuring and launching a Sin server. There are many options in Multiplayer Sin which make the game behave differently. When you have finished choosing all of the options listed below, press Enter or select Launch the Server to launch your server. Once the server is running other players can join your game.

GAME TYPE: Here you can choose the type of multiplayer game.

SELECT MAP: This allows you to select the first map for your Deathmatch server. When either the Time Limit or Frag Limit are met, the server will advance to the next map. Press Enter to see detailed information about the currently selected map.

HOST NAME: This name will show up in other players address books when they are joining your game.

TIME LIMIT: Set the number of minutes that the game will run before advancing to the next map.

FRAG LIMIT: Once any player attains this number of frags, the game will automatically advance to the next map.

MAX PLAYERS: This option allows you to limit the number of players that may join your server.

MODIFY DEATHMATCH SETTINGS: This option will take you to a new menu where you can modify the settings and rules for the Deathmatch game you are about to host. The available settings are as follows:

FALLING DAMAGE: This determines whether or not you take health damage when falling from high places.

PERSISTENT WEAPONS: Setting this to YES will make the weapons stay available, even after being picked up by a player. This does not apply to other artifacts, such as ammo, health and powerups.

WEAPON SWITCHING: Set to either instant or normal. Instant weapon switching will change weapons without showing the "put-away" animations.

ALLOW HEALTH: This option toggles whether health shows up in the map.

ALLOW ARMOR: This option toggles whether armor shows up in the map.

ALLOW POWER-UPS: This option toggles whether power-ups show up in the map.

INSTANT POWER-UPS: Power-ups take effect the moment you pick them up when this is set to YES.

INFINITE AMMO: When this is set to YES, you don't need to pick up ammo for your gun, and you will never run out.

FORCE RESPAWN: Forces the player to respawn five seconds after being killed.

SPAWN FARTHEST: Switches between random spawning and spawning players in the furthest position relative to other players.

SAME MAP: When the Frag Limit or Time Limit is reached, the map will not advance to the next map, but will start the current map over.

ALLOW EXIT: Allows any player to exit a level during a multiplayer game.

TEAM PLAY: This allows you to specify whether Teamplay is on or off on this server, as well as how teams are determined, either by skin or by model.

FRIENDLY FIRE: If Teamplay is turned on, this setting specifies whether teammates can hurt each other or not.

FIXED FOV: This will constrain the field of vision to the default setting when set to YES. If set to NO, this option will allow players to set their own field of vision from the game console.

LAUNCH THE SERVER: Once you are satisfied with your player settings, press Esc to move to the Multiplayer menu. Selecting this launch option will then start the server with all of the chosen multiplayer options.

e. MultiPlayer Setup

These options will allow you to personalize your player character, thus changing how other players see you in the game. Once you are satisfied with your player settings, pressing Esc will move you back up a level to the Multiplayer menu, saving your player setup.

NAME: This sets the name of your player. This way when you frag someone, they'll know who did it!

CHARACTER TYPE: This allows you to select whether you play as Blade, Elexis, or J.C.

UNIFORM: Uniforms, or skins, give your player a unique look. There are several uniforms that you can choose from.

A note on SERVERINFO: If you pull down the console (press the ~ key) and type SERVERINFO you will get back a list of the current settings for the server you are connected to. This list includes such things as Map Name, Server Name, Time and Frag Limits.

f. How to Play Multiplayer Sin on HEAT.NET

1. Install HEAT from this CD-ROM.
2. For FREE gameplay on HEAT.NET, from your Java enabled Internet browser, go to <http://www.heat.net>. If you aren't already a HEAT member, register your account information. Note that if you

have already installed the HEAT software from your Sin CD-ROM, you will not need to download the software. (HEAT upgrades are automatic).

3. Log in by entering your user name and password.
4. Choose Sin from the list of games.
5. Click the Play Now button on the Web page to get to the Sin lobby area.
6. From the HEAT Sin game lobby, you may choose to create a new "room" or join an existing room. If you decide to create a room, you will be the moderator who controls the game setting options. As the moderator, you can start a game at any time by clicking the Launch button.

NOTE: SUPPORT FOR PLAYING SIN ON HEAT.NET IS HANDLED BY HEAT.NET CUSTOMER SUPPORT ONLY AT WWW.HEAT.NET.

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=== V. Troubleshooting ===
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a. Online Help -----

We have supplied a technical help file that can help you in troubleshooting problems. There are two ways to access this help file:

1. From the splash screen, click on More then Help (see AutoPlay on the next page).
2. After installation, from the Start menu, select Programs/Sin/Sin Help.

b. AutoPlay -----

If the Sin splash screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Sin CD icon in the window or right-click on the icon and choose the AutoPlay option.
4. After the Sin splash screen appears, click on the Play/Install button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95/98. To verify this, perform the following steps:
 - a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
 - b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

c. DirectX 6.0 -----

Upon completion of the Sin setup, the installation process will continue by determining if Microsoft's DirectX 6.0 needs to be installed on your computer. If

so, the appropriate files will be installed on your computer automatically.

Q. WHAT IS DIRECTX 6.0 AND WHY DO I NEED IT?

A. Microsoft's DirectX 6.0 is a set of functions that gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98 games. Sin uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 6.0 functions.

Q. IF I DON'T HAVE DIRECTX 6.0, WILL SIN INSTALL IT FOR ME?

A. Yes. If InstallShield does not detect DirectX 6.0 on your computer, it will install DirectX 6.0 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 6.0 to take effect.

Q. I ALREADY HAVE OTHER WINDOWS 95/98 GAMES INSTALLED ON MY COMPUTER. WILL THE MICROSOFT DIRECTX INSTALLER CHANGE MY DIRECTX FILES?

A. If you already have other Windows games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 6.0. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 6.0 installed on your computer, the Microsoft DirectX 6.0 installer will detect that and not overwrite any DirectX 6.0 files. You will not need to restart your computer after installation in order to run Sin.

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== V. Problems and Solutions ==

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a. Movies Don't Play Properly

- Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need 32 MB.
- Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running Sin.

b. Game Freezes

- Make sure your computer has at least 32 MB of RAM.
- Make sure you are using the latest 32-bit drivers for all your peripheral devices.
- If you are using a 3D card, make sure you have the latest drivers installed for your card, including any necessary OpenGL drivers.

c. No or Partial Sound or No Voices/Effects

- Make sure you have a 100% Windows- compatible sound card in your computer.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest 32-bit sound drivers for your sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98 to be sure all are correct. See your card's manual and your Windows 95/98 manual for details.
- Check your settings in your Control Configuration.

d. Game Too Slow

- Make sure you are running Sin on a Pentium 166 or higher system. Any P150 or lower system usually will not run Sin satisfactorily.
- Try turning off some game options in the Video Controls menu.
- Make sure you have no other applications running in the background.
- Make sure your screen resolution is set as low as it can be in the Video Controls menu.
- The game may run faster if more RAM is available. Increasing the RAM in your system to 64 MB of RAM should make the game run faster.

SIN WAS CREATED AND DEVELOPED BY RITUAL ENTERTAINMENT

RITUAL ENTERTAINMENT IS:

ART: Beau Anderson, Robert M. Atkins, Michael Hadwin, John Mueller, Murphy Michaels, Brandon Riza, and Joel Thomas

BIZ: Harry Miller

LEVEL DESIGN: Berenger Fish, Patrick Hook, Levelord, Tom Mustaine, Charlie Wiederhold, and Matthias Worch

PROGRAMMING: Scott Alden, Mark Dochtermann, and Jim Dose

PROJECT MANAGER: Joe Selinske

SOUND & MUSIC DESIGN: Zack Belica

SUPPORT: Don MacAskill

Additional Level Design by: Mike Wardwell

Additional Art by: Michael Washburn and Mike Werckle

Additional Support by: Steve Gibson

High Resolution Models and Cinematics by: GlyphX

Quake 2 Engine: id software

Special Thanks: Apogee Software, Gathering of Developers, Hanah Logan, Eric Mills, Billy O' Sullivan, Whitney Schwob, Stevie "Killcreek" Case, David Eddings, Denis Moeller, All of the wives, rugrats, girlfriends, and friends of the Ritual tribe. And a whole lot of Caffeine.

ACTIVISION

Senior VP Studios: Mitch Lasky

VP Studio X: Kevin Gliner

Producer: Sean Dunn

Associate Producer: John Tam

Marketing Product Manager: Henk Hartong

Marketing Associate: Barbara Matias

Senior Quality Assurance Leads: Eric Zala and Tim Vanlaw

Quality Assurance Leads: Mike Spann and Doug Jacobs

Quality Assurance Team: Steve Rosenthal, Steve Elwell, Chad Bordwell, Brian Ullmer, John Park, Joe Shackelford, Mike Denny, Mike Harris, Troy Osborne, Mark Veale, Joe Favazza, Chris Grim, and Aaron Gray

Blade's Journal Written by: Marc Saltzman

Documentation: Belinda M. Van Sickle, Mike Rivera, and Sylvia Orzel

Installer by: Steve Stringer and Sean Dunn

Video Services: Chris Hepburn, Brian Bright, and Kenny Ramirez

Special Thanks To: JNG and JPGD

CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

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YOU, ARE THE LUCKY ONES. YOU'VE MADE IT
DOWN IN **ONE PIECE** AND ARE STILL ABLE TO
CONTACT THE FLEET. THE GRAVITY WELL, THE
STROGG'S NEWEST **WEAPON** IN ITS
ARSENAL AGAINST MANKIND, IS OPERATIONAL.
WITH THE FLEET TRAPPED AROUND STROGGOS,
5% OF GROUND FORCES SURVIVING, AND THAT
NUMBER DWINDLING BY THE SECOND, YOUR
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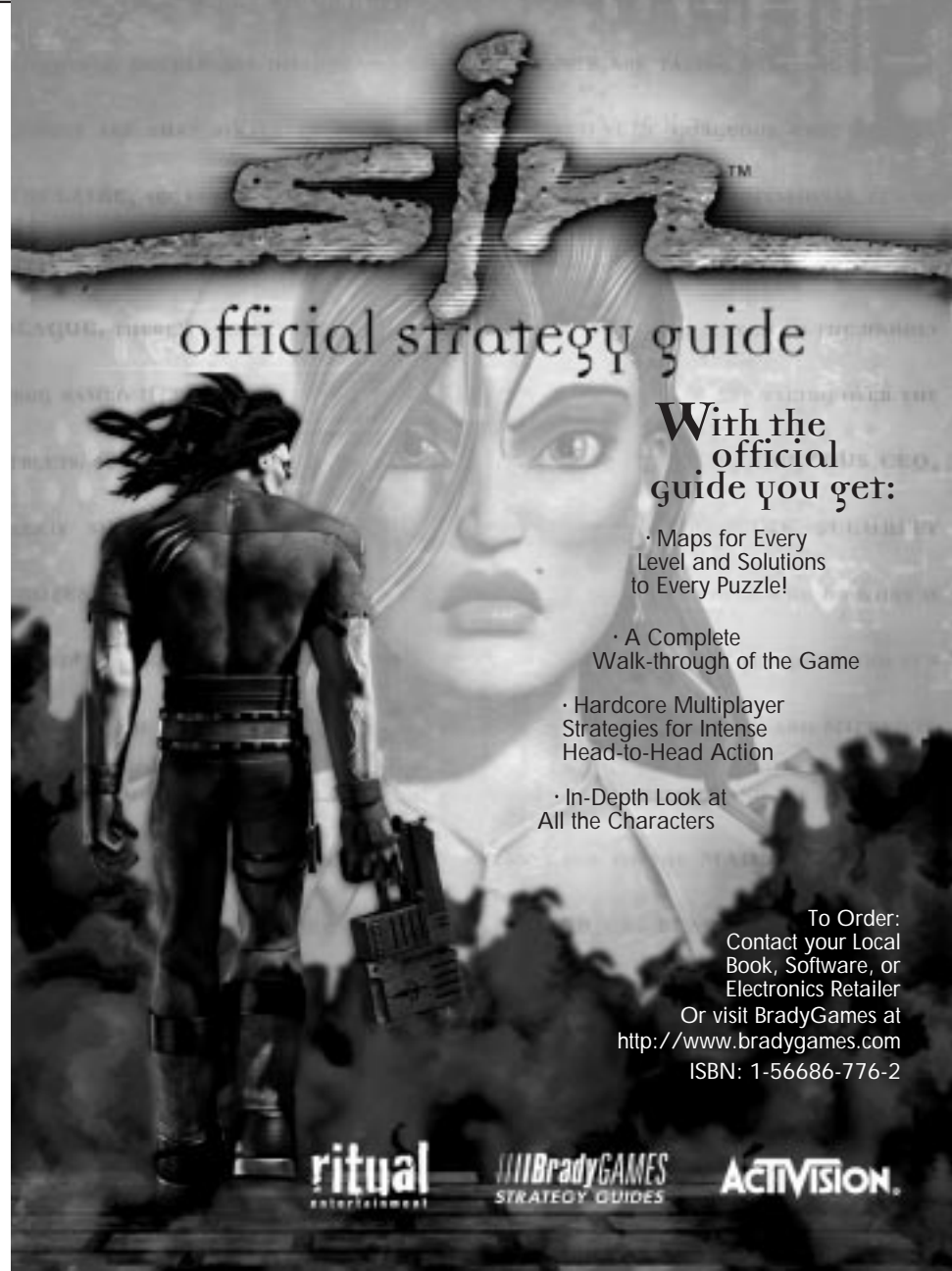
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